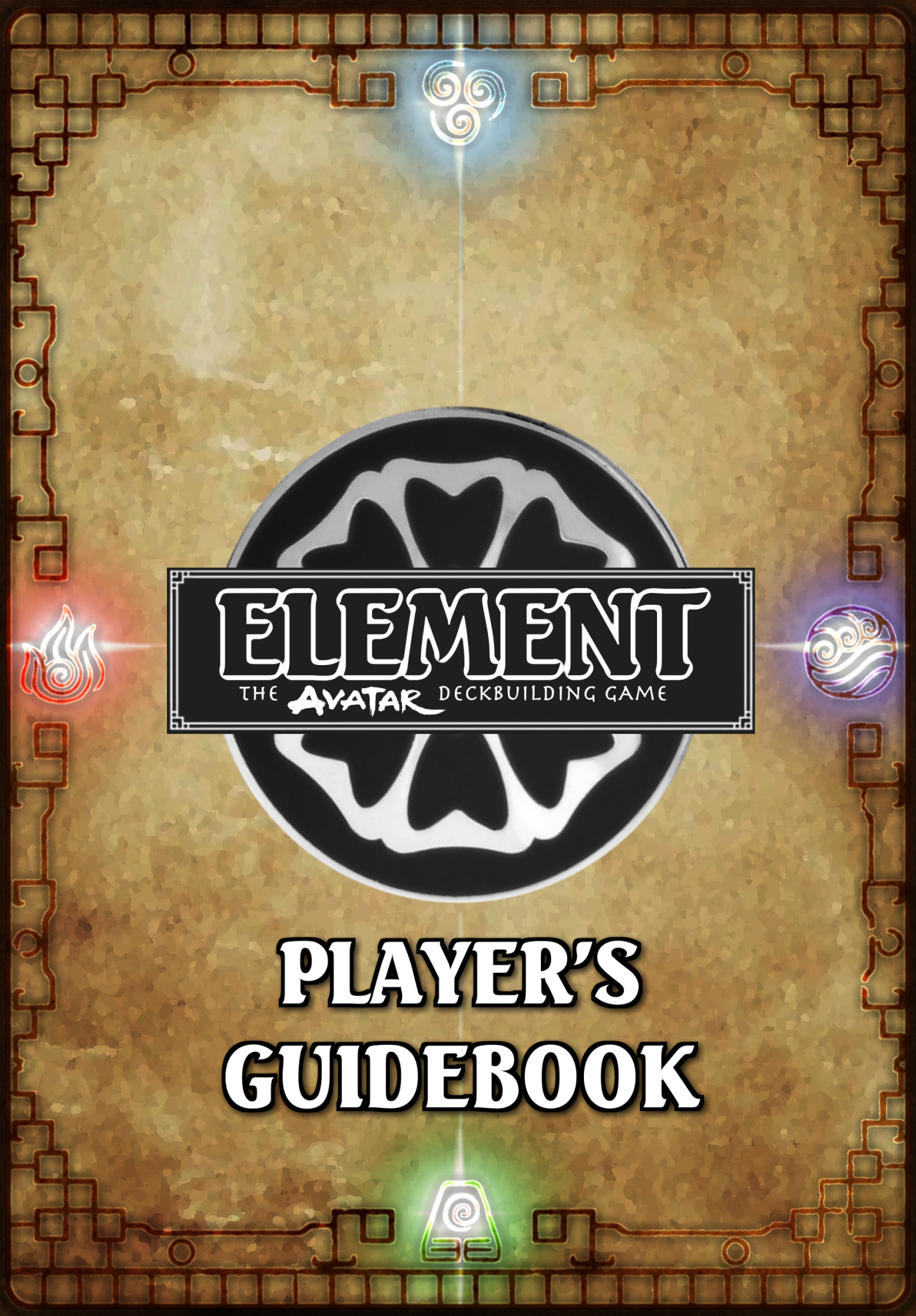
ELEMENT
THE AVATAR DECKBUILDING GAME
PLAYER'S
GUIDEBOOK

ELEMENT

THE AVATAR DECKBUILDING GAME

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CHAPTER 1:

THE FOUR ELEMENTS

ELEMENTS

"Long ago, the Avatar kept balance between the Water Tribes, the Earth Kingdom, the Fire Nation, and the Air Nomads..." - Katara

In the game of ELEMENT you are a powerful bender, using energy from the four Elements to wield amazing Skills, bring Allies to your side, fight in bending Battles, and accomplish Quests to become even stronger.

Your cards require energy from Elements to be played. Some cards need specific energy, while others can be played using energy from any Element. The amount needed is known as the card's Level, and is shown in the top-right corner of each card.

CREATING ENERGY

To play a card you need to create the amount of energy shown in the card's Level. To create this energy you must activate your Elements by Exhausting them (shown by turning them sideways).

Elements cannot be used for energy again while they remain Exhausted, but will Refresh during the Player's Turn Start. If you have any active Elements at the end of your turn, they can be used to play certain types of cards during your opponent's turn.

COMBINE ELEMENTS

Each Player creates their own source of energy for their Deck, by choosing any 10 Elements. Your Elements are always kept separate from your main Deck.

Try an even split of two Elements...

...show your loyalty to one Element...

...or master all the Elements at once!

You may choose your first Element of each game, then the remaining 9 are Shuffled Facedown into a pile. Each turn after your first, bring an Element from this pile into play at random, until all 10 have been brought into play. Players may never have more than 10 Elements for each Deck.

"It is important to draw wisdom from many different places. If we take it from only one place, it becomes rigid and stale."

- Iroh's Teachings

BASIC SKILLS

Each of the four Elements can also utilize a simple Basic Skill by activating two Elements of the same type.

These small but poweful effects can be activated once per turn, and do not require anything other than your Elements. In games where you may not have the right cards in your Hand, your Basic Skills ensure that you never run out of options. You may only activate one Basic Skill per turn, even if you control mutiple other Elements.

FIRE

Basic Skill (🔥🔥): Once per turn,
Target any Rival or Ally;
Deal 1 Damage.

ACTIVATE ONCE ON YOUR TURN

ELEMENT

FIRE

"Fire is the Element of power. The people of the Fire Nation have desire and willpower. They have the energy and drive to achieve what they want." - Iroh's Teachings

Firebending uses fast and early aggression to overpower rivals by using low Level Allies that excel in Battle, combined with high Damage Skills to snuff out their opponents.

Firebenders are strongest in the early and middle game, and seek to win by gaining an early advantage and defeating opponents before they can find their best cards.

"Fire forces us burdened with its care to walk a razor's edge between humanity and savagery..."

- Jeong Jeong's Teachings

AIR

Basic Skill (): Once per turn,
Reveal a card from your Hand;
Shuffle it into the Deck,
then Draw a card.

ACTIVATE ONCE ON YOUR TURN

ELEMENT

AIR

"Air is the Element of freedom. The Air Nomads seek to detatch themselves from worldly concerns to find peace and enlightenment."

- Iroh's Teachings

Airbending shifts the tempo by disrupting the opponent's actions with Returns, Exhaustion, and Restoring any Damage dealt.

Airbenders bring tricky Allies and an array of versatile Skills to always keep opponents guessing, while thinking outside the box to earn victory through powerful Draw effects and Direct Strikes.

"The monks taught me that all life is sacred, even the tiniest spiderfly caught in its own web. I always try to solve my problems by being quick or clever, only fighting for necessary defense."

- Aang's Teachings

WATER

Basic Skill ( ): Once per turn,
Target any Ally or Rival;
Restore 2.

ACTIVATE ONCE ON YOUR TURN

ELEMENT

WATER

"Water is the Element of change. The people of the Water Tribe are capable of adapting to many things. They have a deep sense of community and love that holds them together."

- Iroh's Teachings

Waterbending makes use of high Health Allies with various types of Empower, Restore, Shield and Equip effects to protect them and maintain control of the field.

Waterbending begins to gain momentum in the mid game, then unleashes high Level Allies and game-changing Skills to sink the opponents in the end game.

"Waterbenders deal with the flow of energy. They let their defense become their offense, turning the opponent's force against them."

- Iroh's Teachings

EARTH

Basic Skill (◻◻); Once per turn, bring a Stone Token into play.
(Summon ◻ with 1 Power and 1 Durability until your Turn Start.)

ACTIVATE ONCE ON YOUR TURN

ELEMENT

EARTH

"Earth is the Element of substance. The people of the Earth Kingdom are diverse and strong. They are persistent and enduring."

- Iroh's Teachings

Earthbending focuses on shaping the environment to their advantage through Terrain and dangerous Hazards hidden to rivals. Take command of even the Stones themselves to crumble opponents.

Earthbending dominates the middle game with naturally bulky Allies, supported by armies of expendable Stone Tokens.

"There are options in fighting called Jing; a choice of how you direct your energy. Neutral Jing is the key to Earthbending. It involves listening and waiting for the right moment to strike."

- King Bumi's Teachings

OTHER TYPES

Some cards may not belong to one of the four Elements, or may only require energy from a specific Element for a portion of its cost. This is shown in the card's Level by the White Lotus, which can be paid using any type of energy.

Other varieties of card types also exist, such as Wild animals, Metal machines and ferocious Dragons. All of these special card types are still played by using the energy from the four Elements.

CHAPTER 2:

CARD CLASSES AND EFFECT SPEEDS

READING A CARD

Before we discuss card classes, lets look at the information shown on each card. Shown below is an Ally, the most common card class.

Type
The icons and frame color display the card type.

Level
The amount of energy required to play the card.

Card Title
The title will change to Silver or Gold, based on the card's rarity.

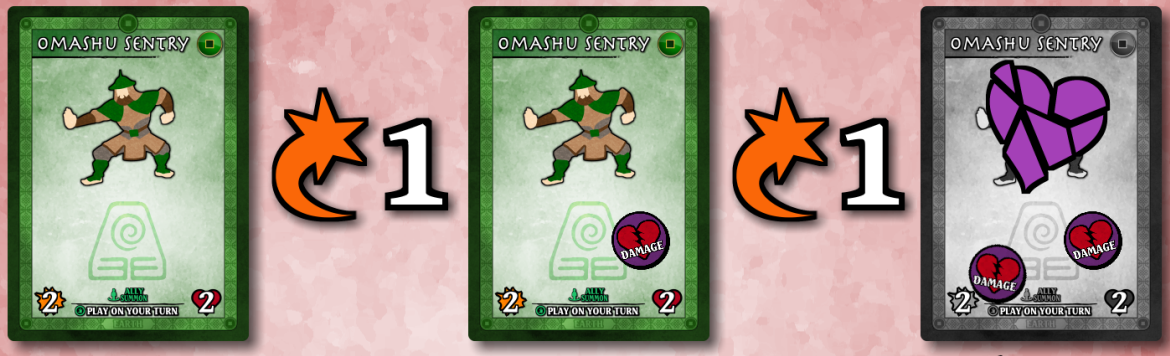
Effects and Abilities
Cards can enact powerful effects when played, or carry passive Abilities. Make sure to carefully read the text on each card.

Power and Health
Allies will use these stats in Battle. If an Ally's Health reaches 0, it is sent to the Discard Pile.

Information Bar
The card's Class, Abilities, Type and Effect Speed are all displayed here for quick reference during play.

ALLIES

These cards represent various charaters and creatures from across the Four Nations, and are the basic foundation of your Deck.



Allies remain in play once Summoned.

They can take Damage, but if it's too much...

...they are Defeated and sent to the Discard Pile.

When an Ally fights in Battle, it will use its Power to deal Damage, or Block incoming attacks.

Allies will become Exhausted after they have Declared Battle, but not after Blocking.

SUMMONING ALLIES

Allies come in a variety of different classes that affect how and when they can be played.

ALLY SUMMON *The normal speed for Allies. They must be Summoned during your turn, and may use Active Skills and Declare Battle on the turn they were brought into play.*

SLOW SUMMON *These Allies enter play Exhausted on your turn. They cannot Battle on the turn they were Summoned, but may still Block on the following turn.*

SWIFT SUMMON *Allies that can be played outside of your turn, or in response to an action taken by any Player. They may Battle or Block on the turn they are played, but only if they were Summoned before the start of Battle.*

HEAVY SUMMON *These are larger Allies that cannot ever become Exhausted. They must be Summoned during your turn, and are always displayed sideways on the field. They can always Battle and Block.*

FLIP SUMMON *Some Allies must be brought into play Facedown during your turn, and cannot be Flipped face-up until your next turn. Allies may not Battle or Block while they remain Facedown.*

SKILL EFFECTS

Skills are powerful effect cards that are activated from your Hand. After they resolve their effects, they are sent to the Discard Pile.

Card effects are commonly written as two sections:

Target a Rival; Deal 2 Damage.

Targeting Step	Applied Effect
Select a valid Target for the card's effect. This happens as soon as the card is played.	Players are given a chance to respond with their own cards before the effects resolve.

Remember! You may always respond to Skills and Swift Skills with your own Swift effects, but Flash Skills will always resolve their effects before any other cards can be played!

EFFECT SPEED

All cards and effects are divided into three different speeds:

PLAY ON YOUR TURN

Normal Speed effects can only be activated during your turn, and cannot be activated in response to another Player's actions. Most Allies and Skills occur at Normal Speed, as well as placing Terrain, Equipping cards in play, activating Basic Skills or Active Skills, and setting cards Facedown.

PLAY ON ANY TURN

Swift Speed effects can be activated during any Player's turn, and in response to other actions. Both Allies and Skills can occur at Swift Speed, as well as activating Hazards that were placed Facedown on a previous turn.

PLAY INSTANTLY ANY TURN

Flash Speed effects resolve immediately after they are activated. These effects can only be responded to after they resolve, and cannot be Negated. This type of speed only occurs on Flash Skills, and in the application of Abilities.

RESOLVING EFFECTS

Whenever a player takes any action like playing a card or using an effect, other Players are given a chance to respond with their own effects. Let's look at an example:

A Player has Summoned an Ally into play.

The Rival Player responds with a Swift Skill that Targets the Ally.

The Player responds with their own Swift Skill.

After Players have no more cards to respond with, the effects will resolve in **reverse order**:

The Ally gains 3 Shield...

...then takes 2 Damage...

...then the Summon is resolved.
The Ally remains in play with 1 Shield.

EQUIP CARDS

You can increase the strength of your Allies by giving them an Equip card. Each Ally may only have one card Equipped at a time, which may grant them Abilities, or Empower them in Battle.

Equip to an Ally in play, or while Summoning;

Some Equip cards can be played alongside your Allies when they are Summoned, so that they enter the field already Equipped. This is done by paying the energy cost of both cards at the same time.

The Durability of Equip cards decreases when the Equipped Ally becomes Exhausted. When the Durability reaches 0, or if the Equipped Ally leaves play, send it to the Discard Pile.

REDUCE WHEN EXHAUSTED 3

TERRAIN

Terrain cards represent the cities, temples, natural landmarks and other structures found across the Four Nations.

Once played, they remain in play until their Durability reaches 0.

Active Skill

Some Terrain cards use an Active Skill to enact their effects. The card is Exhausted after using the Active Skill, which reduces the Durability.

Aura

Some Terrain cards use an Aura effect that remains active while the card is on the field. The Durability is reduced at the Player's Turn Start.

HAZARDS

Set a dangerous trap for your opponents by placing a Hazard card Facedown. The cost of the card is paid on the turn it is set, but it cannot be activated during the turn it was placed Facedown.

Hazards can be activated on any following turn if the correct conditions listed on the card have been met.

All Hazards of a single Element share the same cost. Your opponents won't know which Hazard you've set!

You are never forced to activate a Hazard, so wait for the time when the outcome is most beneficial to you.

CHAPTER 3:

LEGENDS AND QUESTS

LEGENDARY ALLIES

Legends are powerful Allies that you choose to lead your forces to victory. They are kept outside of the main Deck, and can be played at any time during your turn by paying their energy cost.

Each Player chooses two Legends for their Deck.

When they are not in play, they are kept face-up, to the side of the playing field where they can be seen by all Players. This is called the Legend Area.

QUESTS

Each Legend comes with its own unique Quest, and will gain Quest Points as you complete the requirements listed on the card.

Each Legend will gain Quest Points in a different way. Katara, for example, will gain a point whenever you activate any Restore effects. This gives each Legend a unique play-style and different goals to acheive, as well as making it clear for each Player the types of cards that should be included when building your Decks.

Quest: Restore 12 times this game.

Legends can always earn Quest Points, even while they are not in play. It is up to each Player to track their own points by using either dice or counters.

11/12

complete the Quest and...

QUESTS

Once your Legends complete their Quests, they will become more powerful and gain new effects!

12/12

...your Legends become stronger!

Legends gain new effects that support the playstyle they are based around. Katara rewards Players for using any Restore effects by granting your Allies Safeguard.

Legends will also increase their Power and Health, typically by 1 each, although some Legends may gain different amounts.

Completing Quests and powering up your Legends is a strong way to gain an advantage over opponents, or turn game around that may not be in your favor.

KNOCKOUT COUNTERS

When Legends are Defeated, they are not sent to the Discard Pile. Instead, they are placed back into the Legend Area, and receive Knockout Counters.

Each time a Legend is Defeated, it will gain 2 Knockout Counters. These counters prevent it from entering play until they are removed by paying 1 energy for each counter during your turn.

The number of Knockout Counters assigned to each Legend increases by 2 for each time it was Defeated this game. Effects that would Shuffle or Return Legends to the Player do not assign Knockout Counters, but if your Legends become Banished, they will remain Banished.

LEGENDS UNITE

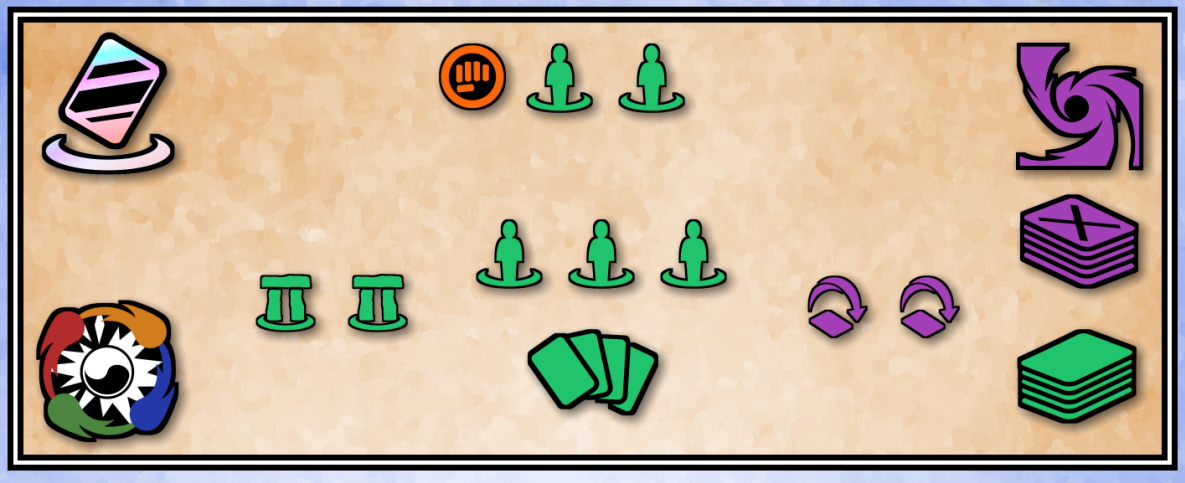
Since each Player chooses 2 Legends for their Deck, many different combinations of strategies are possible. Try picking Legends with similar playstyles for synergy, or try choosing an unlikely pair of characters and create something completely new!

CHAPTER 4:

GAMEPLAY AND TURNS

THE PLAYING FIELD

The playing field consists of of distinct areas where your cards are placed when in and out of play.



Main Deck
Players Draw from their Deck each turn.

Hand
Cards are brought into play from your Hand.

Discard Pile
Allies that have been Defeated or other cards that have left play are sent to the Discard Pile.

Banish
Cards that have been Banished remain separate from the Discard Pile.

Legend Area
When not in play, your Legends are placed here.

Elements
Players bring an Element into play each turn.

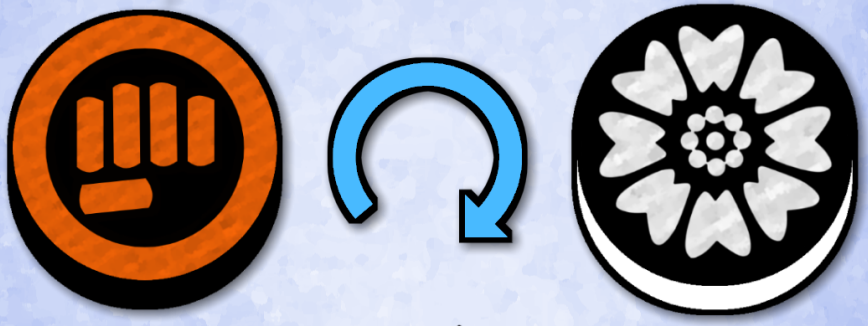
YOUR ARRANGEMENT

The exact arrangement of your field is up to you, as long as the following guidelines are met:

- Your Hand must remain separate from all other cards at all times.
- The Elements you currently have in play should remain visible to all Players.
- Terrain must be set apart from Allies
- Allies placed into Battle must be set apart from other Allies.
- Your Facedown cards should not overlap, or otherwise obscure the number of cards in play.
- Your Legend Area, Quest Points and total Health must remain visible to all Players.
- Your Discard Pile and Banished cards must remain separate.
- Equipped cards should be placed in a way that clearly shows which Ally is Equipped.

THE LOTUS TILE

When a game begins, Players must decide turn order by rolling dice or by other fair means, then the Player who will go first is given the Lotus Tile. This is a game piece that is always held by the Player who's turn it is.



The tile begins each turn on the Battle side, and can be used once per turn to Declare Battle against any opponent.

Players may choose to flip the tile to the Lotus side to count as any Element they already control.

Each Player is given a choice in how they will use the Lotus Tile each turn. Deciding on which turns to Declare Battle and when to gain extra energy can make the difference between winning and losing, so think carefully each turn about which option is more beneficial to you, and plan your turns around that.

THE ACTION CYCLE

Once the first Player is given the Lotus Tile, the turn order will advance clockwise around the table. This order is called the Action Cycle, and remains the same for the duration of the game.

Whenever Players take an action, the next Player in the Action Cycle is given a chance to respond with an effect, or pass the action. This continues through the cycle until no more effects are activated. After all Players have passed without activating effects, the Action Cycle then resolves all activated effects in reverse order, then the Player's turn continues.

The Player who takes their turn last is given the Spare Lotus Tile card, which can be used once per game as any Element you already control.

THE FIRST TURNS

Each Player begins the game with these steps:

- Players begin with 20 Health.
- Choose an Element to bring into play, then Shuffle your remaining Elements into a Facedown pile.
- Shuffle your Deck and Draw a Hand of 5 cards.
- Shuffle any number of those cards back into the Deck, then Draw the same number.

On the first turn only...

- The Player who takes the first turn does not Draw a card at the start of their turn.
- Players do not gain an Element. Your first Element is chosen before the game begins.
- Players cannot use any of the effects of the Lotus Tile during their first turn.

TURN START

At the beginning of each turn, the Player is given the Lotus Tile. This marks their Turn Start action, which follows these steps:

- **Draw a card from your Deck.**
  (Unless you are the first Player on the first turn)
- **Bring an additional Element into play.**
  (Unless it is your first turn)
- **Refresh any Allies, Terrain or Elements that were Exhausted.**
- **Resolve any other Turn Start effects from cards.** ***(You may choose the order they resolve)***

After the Turn Start events are finished, Players can play cards from their Hand, activate effects, or choose to Declare Battle.

When your turn is finished, pass the Lotus Tile to the next Player. If your Hand contains more than 7 cards at the end of your turn, place cards on the bottom of your Deck until you have 7 cards. Ending your turn does not count as a game action.

COMPLEX TURNS

As turns pass and Players gain access to more Elements and cards, the game state can become quite complex. It is not uncommon for Players to use the Action Cycle multiple times during a single Player's turn, as interactivity between Players becomes deeper with more resources in play.

Games can often be decided by a series of cards being cast from all sides of play, as each Player reacts and responds to new information, or games may culminate in one large, complex Battle sequence between two Players.

Remember! The tempo of a game changes drastically as turns progress, so try to save your most useful cards for turns where you need to keep tempo in your favor.

DECLARING BATTLE

Once per turn a Player may use the Battle side of the Lotus Tile to Declare Battle against a single opponent. Lets look at an example:

The Battle Tile is placed to show which order the Allies will Strike.

Allies that are Exhausted cannot Declare Battle.

Allies in Battle should be placed in the open space between the two Players.

This Player has chosen to Declare Battle with 2 of their Allies. Declaring Battle with any number of Allies will always count as a single game action, so all Battling Allies must join Battle together. Once Battle has been declared, no more attacking Allies can be added. Any Declare Battle effects will activate at this time, then the action will pass to the defending Player to place Blocking Allies.

BLOCKING

Now it's time for the defending Player to place Blocking Allies. Let's look from another perspective:

The order of Battle remains clear for both Players.

Exhausted Allies may still be placed to Block, but deal no Damage.

Align the Blocking Allies across from any Rival to Block the incoming attack. Any Unblocked attacks will deal Damage to the defending Player.

The defending Player chooses which attacks to Block, and may also activate Swift and Flash speed cards at this time. Players not involved in the current Battle cannot activate effects until it has resolved. If the defending Player declines to Block, then the Battle will resolve immediately.

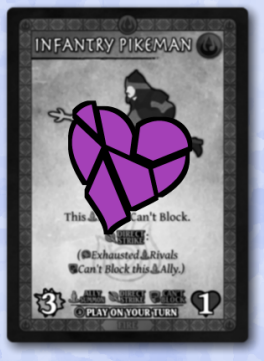
RESOLVING BATTLE

After the Blocking step, both Players may continue to respond with additional effects. Once both Players have passed, any effects added will resolve in reverse order, then the Battle will resolve in the order laid out by the Battle Tile.

In Battle, both cards will use their Power to deal Damage.

Exhausted Allies deal no Blocking Damage.

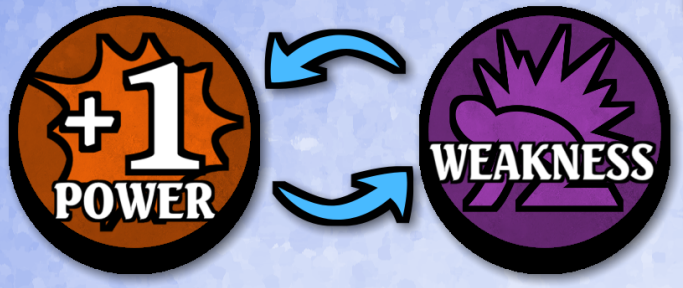
If the Damage received exceeds the Health of the Ally, it is Defeated and sent to the Discard Pile.



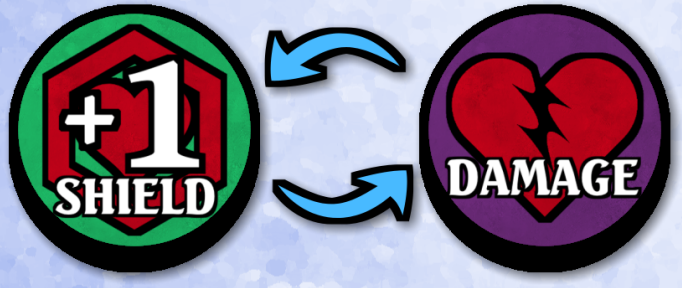
After Battle is resolved, Allies that Declared Battle become Exhausted.

USING COUNTERS

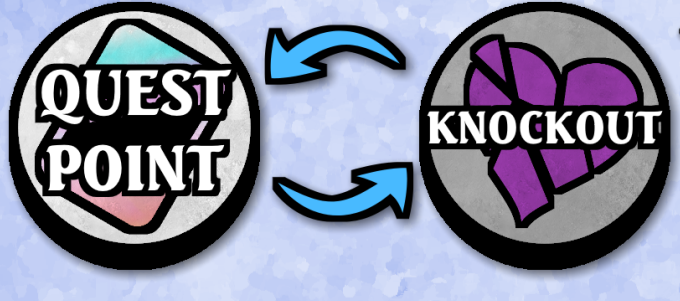
The game includes 3 types of counters for Players to use while tracking the stats of their cards:



Power/ Weakness
Increases or lowers an Ally's Power. Remove 1 Weakness each time the Ally becomes Refreshed.



Shield/ Damage
Increases or lowers an Ally's Health. Any Damage taken is applied to Shields before Health.



Quest/ Knockout
Used to track Quest and Knockout Points. Knockout Points are removed by paying .

Using counters ensures that all Players are aware of the current status of the cards in play, without any confusion that may be caused by using same-color dice.

CHAPTER 5:

ADVENTURE DRAFT

ADVENTURE

Format: 4 Pack Draft
Players: 3-6 (4 recommended)
Deck: x2 x40 x10 20
Card Limit: Single

Adventure is the designed draft experience for the game, where a group of 3-6 Players build Decks by opening packs, picking 2 cards, then passing the rest of the pack to the next Player.

Choose 2 powerful Legends before draft begins, then try to build your Deck around their strategies and Quests.

Put your Deck to the test when all Players face off in multiplayer, free for all, card bending mayhem!

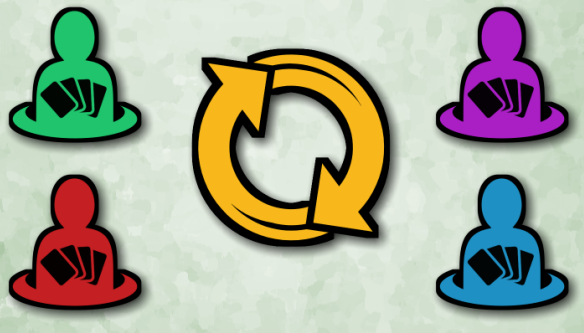
**See Chapter 6 for setup instructions.*

CHOOSING LEGENDS

The first step of starting an Adventure is to choose Legends that will join you and embark on their own personal Quests.

Roll dice to decide the draft order.

Players should sit around the table in the order relative to their die roll so that the order advances clockwise around the table.



The Player with the highest roll may decide to pick the first Legend, or can opt to pick last. After each Player has picked one Legend, the order then reverses and Players pick a second Legend, starting with the Player who picked last.

CHOOSING CARDS

Now that Players have chosen their Legends, each Player is given 4 packs.

Open your first pack.

x7 x3 x2 x4

Some packs will have bonus Silver or Gold Rares.

When a pack is opened, Players pick one Element, then any other card from the pack. The rest of the pack is passed to the next Player. When there are no Elements left in the packs, each Player can then pick any 2 cards from the pack.

Picks 1-4	Picks 5-8
1 1	2

DECK BUILDING

As Players open and pass packs, they should collect a blend of cards that both serve the strategies of the Legends they chose, and maintian synergy between each other.

Here's some tips to follow when drafting cards for your Deck:

Fill out your Allies

Allies are the foundation of your Deck, as they provide useful effects while being able to both Declare Battle and Block incoming attacks.

Keep your strategy focused

Try not to include too many different types of cards or effects outside of your main strategy. The more cards you add that synergize directly with your Legends, the faster they can complete their Quests and become stronger.

Build around your Elements

Each Element has strengths and weaknesses, so try to build your Deck with these in mind. If your Deck uses multiple Elements, limit the number of high Level cards in your Deck.

DRAFT AND TRADE

After each pack has been drafted, Players should take time to sort and analyze their Decks for future draft rounds. Repeat these steps until the Players have opened all 4 of their given packs.

The final round in the draft is an opportunity to trade cards you may not need in your Deck.

Each Player places 4 cards that they wish to trade Facedown.

Open 1 of the remaining packs and lay all 16 cards face-up.

Starting with the Player who picked first, each Player may swap one of their Facedown cards for any card from the pack, or decline to trade and reveal one of their Facedown cards. When Players have no Facedown cards remaining, the draft is finished.

Remove extra cards until Decks are exactly 40, 10.

CHAPTER 6:

PREPARING AN ADVENTURE

PREPARATION

This chapter will explain how to setup the game for future use, and is meant to be read and carried out in advance of the play session, and typically by the game owner.

The first step in preparation is to collect all of the cards and separate them based on rarity:

Totals:

x100 Elements

x155 Commons

x89 Silver Rares

x56 Gold Rares

x15 Legends

**Numbers based on "ELEMENT The Avatar Draft Game - The Boy In The Iceberg Base Set".*

HIDDEN GEMS

Now that the cards have been separated, set the Legends aside. Before packs can be made, the cards must be set to the correct ratios.

Shuffle both the Silver Rare Gold Rare card piles.

Remove 14 Silver Rares and 6 Gold Rares.

x89 - 14

x56 - 6

Shuffle these 20 cards into the Common Pile.

Now when the packs are made, some of them will contain bonus Silver Rare and Gold Rare cards!

x175 x75 x50

CREATING PACKS

With the card piles now correct, we can begin to create the packs. Here's what comes in a pack:

Don't forget to Shuffle the Element pile before starting.

To create packs, simply take the number of cards listed from the top of each rarity pile, and stack them together, with the Commons on the bottom, and Elements on top, then reseal them in the pack bag.

x25 Packs!

Now your game is ready to draft!

CHAPTER 7:

OTHER WAYS TO PLAY

GRAND ADVENTURE

Format: 4 Pack Draft
Players: 7+
Deck: x2 x40 x10 20
Card Limit: None

Expand the size of your draft by using multiple copies of the game! With an additional copy, Adventure can support up to 12 Player draft.

For higher numbers of Players, individual sets should be prepared separately to reduce card variance within the individual packs, and ensure a smoother draft.

Players cannot choose a single Legend twice for their Deck, but any number of Players can have the same Legend.

TEAM ADVENTURE

Format: 4 Pack Draft
Players: 2v2
Deck: x1 x40 x10 40
Card Limit: Single

Team up with a friend to claim victory! In this format, Players pair up in teams before the draft, each picking a single Legend for their Deck.

During gameplay teammates will share the playing field, any Quest Points, turns/ actions, and a total of 40 Health, while each Player uses their own Deck, Hand and Elements.

During the draft teammates must sit separated, so that they only pass and receive cards from Rival Players.

SHOWDOWN

Format: Constructed
Players: 1v1
Deck: x2 x40(14) x10 20
Card Limit: Double

Looking for some more serious play? Create your Deck using any cards you want, then face-off with a single opponent in a Showdown!

Master your Legends and their strategies by using up to 2 copies of any card to power up your Deck.

Games are decided in a best-of-three format, with each Player allowed a 14 card sideboard that they may use to exchange cards from their Deck in between each game.

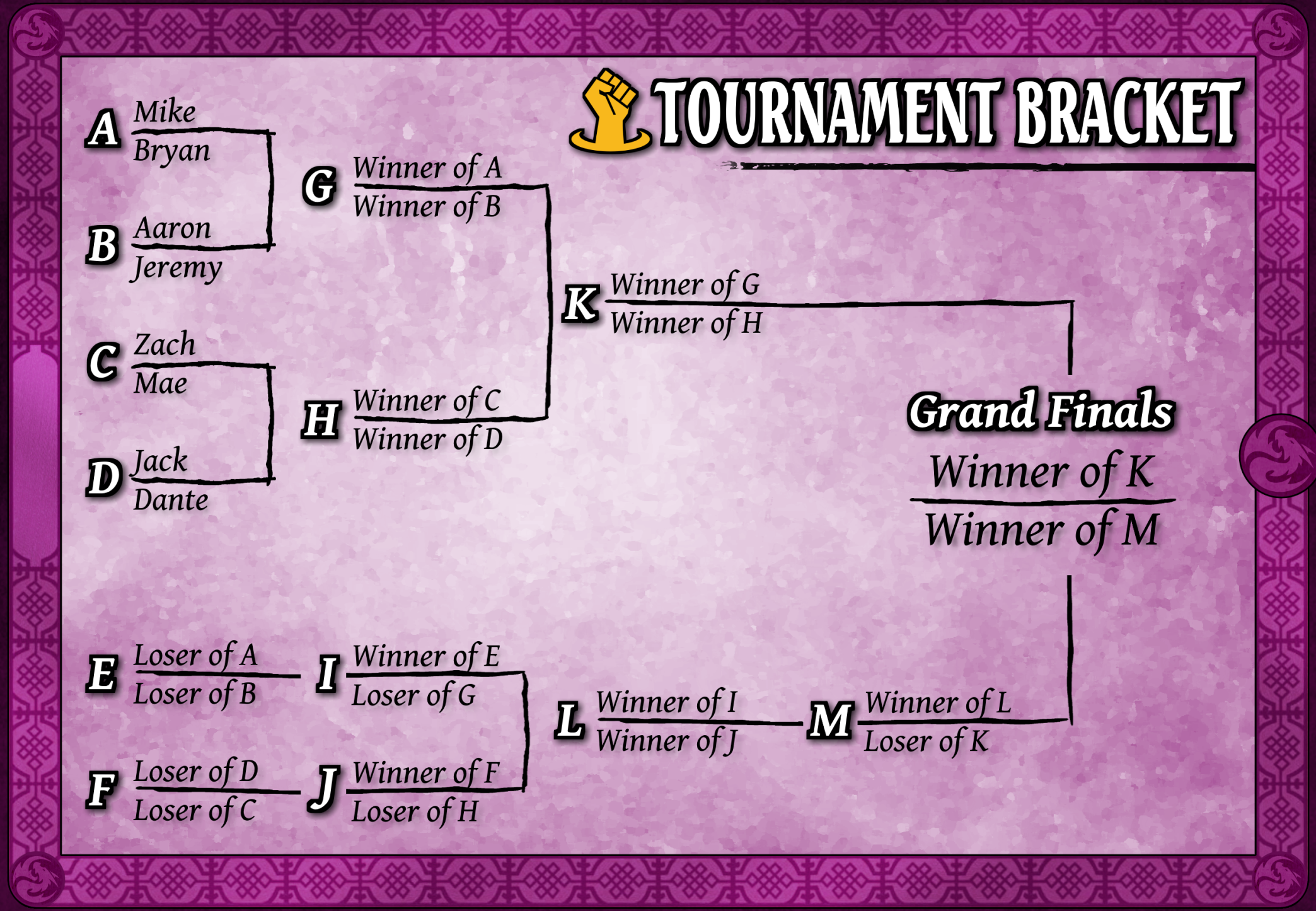
CHAMPIONSHIP

Format: 4 Pack Draft
Players: 8 Player Tournament
Deck: x2 x40 x10 20
Card Limit: Double

Curious to find out who's the Champion? Get 8 Players and 2 copies of the game together for a double-elimination 1v1 drafting tournament!

For this format, combine both sets before creating packs for a more skill intensive draft phase.

After the draft, each Player is given 2 additional packs as their elimination tokens. As you win games, open packs from your opponents to improve your Deck.


TOURNAMENT BRACKET
A Mike
Bryan
B Aaron
Jeremy
C Zach
Mae
D Jack
Dante
G Winner of A
Winner of B
H Winner of C
Winner of D
K Winner of G
Winner of H
Grand Finals
Winner of K
Winner of M
E Loser of A
Loser of B
F Loser of D
Loser of C
I Winner of E
Loser of G
J Winner of F
Loser of H
L Winner of I
Winner of J
M Winner of L
Loser of K

CHAPTER 8:

GAME TERMS

ICON COLORS

ELEMENT uses an icon system when referring to game mechanics written in card text, so that card interactions can be understood by all Players through clear game terminology.

There are 7 types of game icons:

***Green Icons** refer to normal speed actions, game objects and normal game locations.*

***Blue Icons** refer to actions that resolve instantly, game functions, abilities and pervasive effects.*

***Yellow Icons** refer to responsive game actions, or actions that use the action cycle to resolve.*

***Orange Icons** refer to battle functions and abilities that deal damage.*

***Red Icons** refer to health functions*

***Purple Icons** refer to restrictive actions or restricted game locations.*

***Other Icons** are used for broader mechanics that fall outside of this list, such as card types.*

GREEN ICONS

ACTIVE SKILL

Active Skills are Normal Speed effects that are activated during your turn by Exhausting the card. Active Skills can appear on Allies and Terrain, and can be passed along to Allies via Equip cards.

- Active Skills cannot be activated in response to other effects or during any phase of Battle.
- Active Skills cannot be activated if the card is Exhausted.
- Active Skill effects continue to resolve even after the card leaves play.

ALLY SUMMON

Allies are a class of card that remains in play after it has been played. Allies have a Power stat and a Health stat, and can be used to Battle or Block. When an Ally's Health reaches 0, it is Defeated and sent to the Discard Pile.

- Allies controlled by Rival Players are written in card text as Rivals.
- The following sub-classes are also part of the Ally card class: Swift Summon, Slow Summon, Heavy Summon, Flip Summon and Legend Summon.

GREEN ICONS

DECK

Your Deck, or Main Deck contains all of the cards that have not yet been brought into the current game. Each Player's Deck starts with all of their cards for the current game Shuffled, and is where additional cards are Drawn from.

- Decks must be exactly 40 cards.
- Players cannot look at any cards inside of any Deck once the game begins.
- Players can never place a card from another Player's Deck into their own.
- If games are decided in best-of-three, each Player is allowed a sideboard that may Swap cards into the Deck between games. For draft formats, this includes all extra cards collected by the Player during the draft. For constructed formats sideboards may contain up to 14 cards.

DURABILITY

Durability is a stat given to Equip cards, Terrain and Stone Tokens. It is reduced each time the card takes Damage or when it becomes Exhausted. When a card reaches 0 Durability, it is sent to the Discard Pile.

GREEN ICONS

DURABILITY (continued)

- Durability is not increased by Restore or Shield effects.
- Durability cannot be increased beyond the orginal value written on the card.

EQUIP

Equip cards are a Normal Speed card class that once played, attatches to a single Ally and may Empower the Ally or pass on Abilities. The Durability of an Equip card is reduced whenever the Equipped Ally becomes Exhausted. Whenever the Durability reaches 0, or if the Equipped Ally leaves play for any reason, the Equip card is then sent to the Discard Pile.

- Allies cannot Equip more than one card.
- Equip cards played during a Summon must be payed for during that Summon. This counts as a single game action, and does not change the Summon speed.
- The Durability of an Equip card does not reduce if the Ally takes Damage.
- Any Allies that become Facedown will Discard their Equipped cards.

GREEN ICONS

FLIP SUMMON

Allies with Flip Summon must be placed Facedown during your turn, and cannot be Flipped face-up until your next turn.

- The cost of the card is paid during the turn it was placed Facedown.
- Allies without Flip Summon cannot be placed Facedown from your Hand.
- Flipping a Facedown Ally counts as the Summon of that Ally.
- Flip Summon card effects only occur if the card is Flipped face-up, and not if the Ally is Summoned by other means.

HAND

Each Player's Hand is where Drawn cards are kept before being played. If your Hand contains more than 7 cards at the end of your turn, cards must be placed onto the bottom of your Deck until your Hand contains 7 cards.

- Players should not Reveal their Hand.
- Players may Shuffle their Hand.
- Players must keep the cards in their Hand separated from all other cards in other game locations at all times.
- Your Hand may only contain your cards.

GREEN ICONS

HEAVY SUMMON

Heavy Allies are Normal Speed cards that are displayed sideways when brought into play. They cannot be Exhausted.

PLAYER

In the context of written card text, the Player refers to the person who activated the given card effect. In the broader game context, the game is conducted between Players, responsible for their individual playing field, game locations like the Hand and Deck, as well as their own Health total.

- In the context of written card text, a card may refer to Rival Players, meaning any Player other than the one playing the current card effect (or their teammates).
- In team play, Players who are teammates will share turns and actions, their playing field, any Quest Points and a single Health total.
- When a Player's Health reaches 0, they are Defeated, and all cards belonging to them are no longer considered a part of the current game.
- Players may forfeit the game at any time.

GREEN ICONS

SKILL / NORMAL SPEED

Skills are cards that apply effects at Normal Speed before being sent to the Discard Pile.

This icon is also used in general to refer to Normal Speed effects, which are effects that must be activate during your turn, and will allow other Players to respond.

- Normal Speed effects cannot be activated in response to other effects, or during any phase of Battle, even on your turn.

STONE TOKEN

Stone Tokens are temporary Allies brought into play by an effect. They are always created from any of your Exhausted Earth Elements. Stone Tokens enter play with 1 Power and 1 Durability, and are placed back into your Elements whenever they leave play, or at your next Turn Start.

- The number of Stone Tokens created cannot exceed the amount of Exhausted Earth Elements you control.
- Bringing Stone Tokens into play is a card effect, not a Summon, and they are not brought into play until resolution.

GREEN ICONS

SUMMON

Summoning is the action of bringing a card onto the playing field from another game location, usually from the Hand. Some cards can have effects that occur upon Summon.

- The following effect sub-classes are part of the Summoning effect class: Swift Summon, Slow Summon, Heavy Summon, Flip Summon and Legend Summon.
- Summon effects continue to resolve even after the card leaves play.

TERRAIN

Terrain is a Normal Speed card class that remains on the field once played. Terrain cards have the Durability stat, which is reduced when the Terrain takes Damage or becomes Exhausted. When the Durability reaches 0, it is sent to the Discard Pile.

- Terrain cards cannot Battle or Block.
- Bringing Terrain cards into play does not count as a Summon.

BLUE ICONS

AURA / ABILITY

An Aura is an effect that remains active while the card is face-up on the field. These effects are applied instantly and pervasively, or in the case of triggered Aura effects, add on to the effect that triggers them.

Abilities are more complex effects using multiple different mechanics, simplified into a single key-word, so that it can be easily referrenced. Abilities apply their effects passively to cards, or may be triggered by certain game actions to take effect.

BALANCE

Balance is a passive quality of cards that occurs when the written Power and Health stats of an Ally are exactly equal. Unlike most aspects of a card, the cards that fall into this category do not have this trait written on the card itself. Any card that interacts with other cards on the basis of Balance, will explicity state the cards must have equal written Power and Health.

- Allies cannot gain or lose Balance. It is a quality of the original stats of the card.

BLUE ICONS

DELVE

Delve is a type of Draw effect where the Player looks at the bottom 2 cards of their Deck, then may Draw one of them, and place the other back on the bottom.

- The bottom 2 cards of the Deck are not Revealed to other Players.
- The Deck is not Shuffled or cut after the card is placed back on the bottom.

DRAW

Drawing is the action of adding the top card of your Deck to your Hand. Players Draw one additional card during their Turn Start, except the first Player taking their first turn.

- Returning cards from the field to the Hand does not count as a Draw.
- Adding an additional Element during Turn Start does not count as a Draw.
- Revealing cards from the top of your Deck for card effects does not count as Drawing those cards.
- Card effects may Draw cards from the Discard Pile or Banish in certain cases.
- If you would Draw when your Deck has no remaining cards, you are Defeated.

BLUE ICONS

FLASH SKILL

Flash Skills are card effects that will resolve immediately after being played. These cards can be played on any turn.

- Using a Flash Skill still passes the action to the next Player after resolving.

FLIP

Flipping is the action of bringing any Facedown card face-up.

- Facedown Allies without Flip Summon are Exhausted when Flipped face-up.
- Facedown Elements are Exhausted when Flipped face-up.
- Flip Summon effects are not activated if a card is Flipped face-up by another card effect.

FLOOD

Flood is an Ability that changes the Level and strength of the card effect based on the amount of Water Elements the Player controls when the card is played.

- Flood effects will always spend ALL of the Water Elements a Player controls.
- Flood effects cannot be paid with either the Lotus Tile or "Spare Lotus Tile" card.

BLUE ICONS

GLIDE

Glide is an Ability that triggers when the Ally becomes Refreshed, Returning them to the Player's Hand.

- Glide does not trigger if the Ally was not Exhausted before being Refreshed.

HIGH TIDE

High Tide is an Ability that allows cards to have their effects Repeated if the Player pays double the normal Water Elements.

- The card's Level changes depending on if the effect is activated or not.
- High Tide effects can be activated using the Lotus Tile or "Spare Lotus Tile" card.

OVERCHARGE

Overcharge is an Ability given to cards that requires an Element to be placed Facedown as an additional part of the cost.

- Facedown Elements will become Exhausted when they are Flipped face-up.
- The Overcharge cost of cards cannot be paid using the Lotus Tile or the "Spare Lotus Tile" card.

BLUE ICONS

REFRESH

Refreshing is the action of placing a card back into the upright position after it was Exhausted. During each Player's Turn Start, their Allies, Terrain and Elements will become Refreshed.

SAFEGUARD

Safeguard is an Ability that prevents Allies from being the Target of any Rival Player effects.

- Allies under Safeguard can still be affected by card effects that apply to groups of multiple cards.

SCOUT

Scout is a Draw effect where the Player Reveals the top 3 cards of their Deck, then may Draw one of those cards, then Shuffle the other 2 cards back.

- The Revealed cards are allowed to be seen by all Players.

BLUE ICONS

SHUFFLE

Shuffling is the randomization of any group of Facedown cards.

- Whenever a Player's Deck is Shuffled, they must offer it to another Player for the option to cut.

SWAP

Swapping is the action of changing the location of 2 cards on the field of play.

- If cards are Swapped by a card effect while they are Targeted by another card, the Targeting will be changed to the Swapped card.

TARGET

Targeting is when an effect denotes a Player(s) or card(s) in play as the designated recipient of its effect. Card effects that Target other objects are divided into a Targeting portion that takes place before the active effect, separated by a semicolon.

- Other effects that occur in the Targeting portion of a card's text, such as Discard or Exhaust effects, will be applied before the action is passed to the next Player.

YELLOW ICONS

CHORUS

Chorus is an Ability that causes card effects to Repeat if the last card you played this turn was the same Level as the card with Chorus.

- The Repeated effect is resolved directly after the initial effect would resolve, as if the card was played twice during the same action.
- The effects of Chorus are only determined by the printed Levels of both cards, not by how much energy was spent to play it.
- Two cards do not need to share type or Elements to activate Chorus.

HAZARD

Hazards are Facedown effect cards that can be activated on any turn if the card's Flip conditions are met.

- The cost of Hazards are paid the turn they are placed Facedown, but they cannot Flip that turn.

YELLOW ICONS

REPEAT

Certain card effects will cause cards to Repeat their effects. If a card is Repeated, it is treated as though a second copy of the card was played at Swift Speed immediately following its original activation.

- You may choose new Targets for any Repeated effects.
- You may choose new options on Repeated cards with multiple effect options.

SWIFT SKILL / SWIFT SPEED

Swift Skills are effect cards that activate at Swift Speed before being sent to the Discard Pile.

This icon is also used in general to refer to Swift Speed effects, which are effects that can be activated in response to other cards during any Player's turn, or during Battle, while allowing other Players to respond.

YELLOW ICONS

SWIFT SUMMON

Allies with Swift Summon can be brought into play in response to other cards during any Player's turn, or during Battle.

- Allies that are Swift Summoned during Battle cannot be placed to Declare Battle or Block.
- Swift Summon effects continue to resolve even if the card leaves play.

UPRISE

Uprise is an Ability that will activate after the card is sent to the Discard Pile by any Discard or Undeck effects.

- Uprise effects activate in the Discard Pile at Swift Speed in a separate Action Cycle from the effect that triggered it.
- All current effects in play must resolve before Players may respond to an Uprise effect.

ORANGE ICONS

BATTLE / DECLARE BATTLE

Declare Battle effects activate when the Ally is sent into Battle using the effects of the Lotus Tile, or by other Battle inducing effects, such as Duels.

- Exhausted Allies cannot Declare Battle.
- If an Ally becomes Exhausted while Declaring Battle, it will be removed from the Battle.
- The order in which Allies are placed into Battle behind the Battle Tile is known as the Battle Order.
- Any additional effects activated during the Block step will resolve before the Battle Order begins.
- Battles will always resolve one at a time, following the Battle Order.
- Declare Battle effects will follow the Battle Order, resolving before each individual Battle is resolved.

ORANGE ICONS

BLOCK

The Block step is an opportunity given to Players to respond once a Rival Player has Declared Battle against them. Allies may be placed to intercept incoming attacks, and any Swift or Flash Speed effects may also be activated during this step.

- Exhausted Allies may be placed to Block, but will deal no Damage.
- If a Blocking Ally is removed from Battle after the Block step, the Strike from the attacking Rival will miss, dealing no Damage.

BLOCKBACK

Blockback is an Ability that applies when the Ally Blocks, where it will Strike using its Health stat, instead of its Power stat.

- This applies even while Exhausted.
- Shields are included in the total Health, increasing the Damage.

ORANGE ICONS

DAMAGE

Card effects and Strikes from Allies will deal Damage to other cards, represented by placing counters on the Damaged card. Damage will reduce the total Health or Durability of the card it is dealt to, and if the card's Damage taken exceeds its Health or Durability, it is Defeated and sent to the Discard Pile.

DIRECT STRIKE

Direct Strike is an Ability that prevents any Exhausted Rivals from Blocking the Strikes from the Ally.

Some cards may have additional effects that occur if the card deals Damage to a Rival Player using a Direct Strike.

- If a Blocking Ally becomes Exhausted after the Block step, the Direct Strike is still Blocked.

ORANGE ICONS

DUEL / DUELIST

Duelist is an Ability that applies when Declaring Battle that Targets, any Rival and forces it to Block.

Some card effects may also trigger a single Battle between an Ally and a Targeted Rival, known as a Duel.

- Duels triggered by a card effect do not use the Lotus Tile.
- Allies selected for a single Duel become Exhausted after Striking, but not after Blocking.

FEARLESS

Fearless is an Ability that applies in Battle if the Rival is a higher Level than the Ally, Empowering it by 2 until the end of the Battle.

- Fearless only applies during the resolution of an individual Battle.
- Fearless applies during both Declaring Battle and Blocking.

ORANGE ICONS

FLING

Fling is a Damage dealing effect that Returns a card to the Hand and deals Damage to the Rival Player equal to the Returned card's Level.

IGNITE

Ignite is an Ability that reduces the cost of the card by if another Ally has Battled this turn.

- Ignite does not change the Level of Allies in play.

POWER / EMPOWER

The Power stat is shown in the bottom left corner of each Ally, and is used to deal Damage though Battle.

Empower effects will increase the Power of an Ally, represented by placing counters.

- Allies with 0 Power cannot Declare Battle.

ORANGE ICONS

QUICK STRIKE

Quick Strike is an Ability that applies when Declaring Battle, where the Ally will Strike and apply its Damage before the Blocking Rival.

If the Blocking Rival is Defeated by the Quick Strike, the Battle is then resolved. If not, then it will apply its own Strike.

- Quick Strike is not applied when Blocking.

SMASH

Smash is an Ability that applies during Battle, where any amount of Damage left Unblocked by the Rival is dealt to the Rival Player.

- If the Blocking Rival is removed after the Block step, the Ally's full amount of Smash Damage is dealt to the Rival Player.
- Smash does not apply while Blocking.

ORANGE ICONS

STRIKE

A Strike is when an Ally uses it's Power stat to deal Damage to a Rival or Rival Player.

Some Allies may have effects that activate when they land a Strike.

- Strike effects resolve as each individual Battle is resolved.
- Strike effects activate both when Declaring Battle and Blocking.

TWIN STRIKE

Twin Strike is an Ability that applies during Battle, where the Ally will Strike both before AND at the same time as the Blocking Rival.

- Twin Strike does not apply while Blocking.

VICTORY

Victory effects will apply whenever the Ally Strikes and Defeats any Rival in Battle or while Blocking.

RED ICONS

DAMAGED

When an Ally or Terrain has any amount of Damage counters on it, it is considered to be Damaged. This may affect how certain cards apply.

HEALTH

The Health stat is shown in the bottom right corner of each Ally, and is the amount of Damage that can be taken before the Ally is Defeated.

Players also have Health, which begins at 20 in most formats, and if a Player's Health reaches 0, they are Defeated and all of their cards are removed from the game.

RECOVERY

Recovery is an Ability that applies on Turn Start, or whenever the Ally is Refreshed, and will fully Restore the Ally, removing all Damage and Weakness counters.

RED ICONS

RESTORE

Using a Restore effect on an Ally or Player will remove Damage that has been dealt to them.

- Allies and Players cannot be Restored beyond their original Health stat.

SCARRED

Scarred is an Ability that applies each time the Ally survives taking any amount of Damage, Empowering itself by 1.

SHIELD

Some cards can apply Shields to an Ally, increasing their Health beyond its orginal amount, shown by using counters.

- Applying Shields does not remove any Damage.
- Damage always applies to Shields before applying to Health.

PURPLE ICONS

BANISH

When a card becomes Banished, it is removed from play without being Defeated or sent to the Discard Pile. Banished cards should be kept face-up their own pile, separated from other cards.

CAN'T BATTLE / CAN'T BLOCK

Some cards may prevent Allies from being able to Battle, or some Allies may not be able to Block as a part of their card text.

- Allies that Can't Battle also Can't Block.

CAPTURE

When a card is Captured, it is placed Facedown and attached to any of your Allies or Terrain. Whenever that Ally or Terrain leaves play, the Captive card is returned to its owner, to its previous game location.

- Captured cards are not Equipped.

PURPLE ICONS

DEFEAT

Cards are Defeated when they are dealt a total amount of Damage that is higher than their total Health or Durability. Defeated cards are sent to the Discard Pile.

Some cards may have effects that activate when they are Defeated. Any effect triggered this way will always resolve directly after the resolution of the effect which Defeated it.

- Cards with Defeat effects must be in the Discard Pile to resolve their effects. The effects do not resolve if the card was Banished, even if it was Defeated while in play.

DISCARD

Discard effects will cause Players to send cards from their Hand to the Discard Pile.

- The Player who activated the effect chooses which cards to Discard.

PURPLE ICONS

DISCARD PILE

Whenever cards are Discarded or are Defeated, they are sent to your Discard Pile, where they can no longer be used. The cards must remain face-up, and may always be seen by any Player.

EXHAUST

When a card becomes Exhausted it is displayed sideways on the field, to show that it is no longer able to be used.

Declaring Battle and using any Active Skills will Exhaust the cards as a part of the cost of performing those actions, and to limit the number of actions a single card can take per turn.

Card effects can also Exhaust cards, and cards with Slow Summon will be Exhausted when they enter play.

- Exhaustion is removed during your Turn Start when all of your cards become Refreshed.

PURPLE ICONS

FACEDOWN

When a card is placed Facedown, it is hidden from all Players except its current controller. Certain cards, like Hazards or Flip Summon cards, must first be placed Facedown from your Hand before being used.

Card effects can also be used to place Allies in play Facedown. Any Allies without Flip Summon will always be Exhausted the turn they are Flipped face-up.

- Cards cannot be Flipped face-up the same turn they were placed Facedown.

NEGATE

Cards that Negate effects will stop all portions of a cards text from being applied to the game, and send it to the Discard Pile. Cards must be Negated in response to being played.

- Card effects may also cause cards to become Unplayable in your Hand.

PURPLE ICONS

RETURN

Card effects can Return cards from play back into the Player's Hand. This can be used on Rivals to force the Rival Player to pay the cost again, or used on Allies to save them from danger or use their effects again.

- Cards will always Return to the Hand of their owner.
- Returning a card does not count as Drawing that card.

REVEAL

When a card is Revealed by a card effect, it is able to seen by all Players.

- Cards Revealed from the Deck are still considered inside the Deck.

RIVAL

When a card's text refers to Rivals, it means any Ally that is not currently controlled by that Player.

- See Allies.

PURPLE ICONS

RIVAL PLAYER

When a card's text refers to any Rival Players, it means any other Player that is not the controller of the effect, or a teammate of that Player.

- Cards that simply Target Players may Target Rival Players.
- See Players.

SLOW SUMMON

Allies with Slow Summon will always enter into play Exhausted, meaning they cannot Declare Battle or use Active Skills, and will deal no Damage when Blocking, until they become Refreshed.

UNDECK

Undeck effects will cause Players to send the top cards of their Deck to the Discard Pile. These cards are not counted as Defeated or Discarded.

PURPLE ICONS

WEAKNESS

Weakness is an effect that can be applied to Rivals to lower their total Power, shown by using counters.

Each time a Weakened Ally becomes Refreshed, it will remove 1 Weakness, making this effect last over multiple turns.

Empowering any Weakened Ally will remove Weakness equal to the Empowering amount, and can remove multiple Weakness counters at once.

- If an Ally is Weakened below its total Power, it is treated as having 0 Power.
- If an Empowered Ally is then Weakened, it does not remove the Power counters, but will still lower the total Power of the affected Ally until the Weakness counters are removed.